



# Brazoswood Little League

## Triple AAA Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

### **Recommended league ages: 9-10 year olds**

Minimum play rules are in effect in the AAA division. Each rostered player must participate in the game for a minimum of six defensive outs and bat at least once. If, within a game, due to time constraints or other circumstances, a player does not meet the requirements they will start the next scheduled game. The player then must play the missed minimum play from the last game as well as minimum play for the current game before they may be removed.

A Manager who violates minimum play shall be issued a written warning on the first violation, a suspension from their next game on the second violation, and suspension for the remainder of the season on a third violation.

Teams and parents are required to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Managers are responsible for ensuring that trash from the cans are taken to the dumpster area and a new bag is placed in the can. Failure to observe cleanup of stands, dugouts, and trash cans after games may result in suspension of team personnel.

### **General Rules:**

1. Game time limit is one hour and forty-five minutes (1:445) of play, regardless of number of innings played. The inning, once started, shall be completed. The inning ends and a new inning begins as soon as the third out is made or the fifth run is scored, for time purposes. In any event, no inning shall start after 10:00 pm.
2. Games can end in a tie, once a time limit or maximum innings are reached, whichever comes first. The exception would be for tournament play, a winner must be declared. *Refer to Tie Breaking play for procedures on breaking a tie.*
3. 60-foot base paths should be used for all games.
4. Taunting of players is strictly prohibited.
5. The Home Team Manager and assistants are responsible for bases and all field care before each game and the visiting team is responsible for post-game care. If your game is the last scheduled game on the field, the Visiting Team Manager and assistants are responsible for ensuring that all equipment is put away and secured. For turf fields, this includes ensuring bases are put away.
6. Home Team is the official book and must provide a scorekeeper to keep the score in GameChanger. If the home team is unable to provide a scorekeeper their Manager or Coach must leave the field of play and serve as scorekeeper. The home score-

keeper must sit behind the backstop and not in the stands. Visiting team must keep the scoreboard, pitch count, and pitcher eligibility forms and must sit behind the backstop.

7. At least one registered volunteer must always be in the dugout.

8. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment or behaves in an unsportsmanlike manner towards other players or officials shall be benched for one inning and removed from the game on any subsequent misbehavior.

9. The Home team is designated to have the cage for 30 minutes, starting 1 hour and 30 minutes prior to game time. The Visiting teams will then have the cages for 30 minutes 1 hour prior to game time. Teams are only allowed to use the cage for their specific division and not utilized more than their designated cage. Teams must report to the field for warmups for the 30 minutes remaining, prior to game time.

10. If at the end of three (3) innings; the home team is ahead by, a lead of fifteen (15) runs or more, the Manager of the team with the least runs shall concede the victory. NOTE: If the visiting team has a lead of fifteen (15) or more runs, the home team must bat in its half of the inning.

11. If at the end of four (4) or five (5) innings, a team trails by ten (10) runs or more, the Manager of the team with the least runs shall concede the victory. NOTE: If the visiting team has a lead of ten (10) or more runs, the home team must bat in its half of the inning.

12. If a player arrives late to their game the Manager must insert the player into the bottom of the lineup. However, if a player arrives late enough where the batting order has returned to the top of the lineup, the Manager has no obligation to allow the player to play. Once the

player is inserted into the game, mandatory play must be followed.

13. All Managers must adhere to mandatory play rules as outlined in the Little League Hand Book for all players.

14. Managers and Coaches may not touch a player during a play. If an offensive base runner is touched during play by a Manager or Coach, the runner will be declared out.
15. The run rule will be in effect, which is a total of five (5) runs per inning or three (3) outs, whichever comes first. The exception being, the 6<sup>th</sup> inning, which will be an open inning, where three (3) outs are required to retire the side.

### **Batting Rules**

1. The batting order shall consist of all players present, Continuous batting order, and must be maintained throughout the game.

### **Pitching Rules**

1. All Managers must adhere to the Little League Hand Book for pitching requirements.
2. Maximum daily pitch limits are set by league playing age

| League Age |                    |
|------------|--------------------|
| 13-16      | 96 Pitches Per day |
| 11-12      | 85 Pitches Per day |
| 9-10       | 75 Pitches Per Day |
| 6-8        | 50 Pitches Per Day |

Under no circumstance shall a player pitch in 3 consecutive days, regardless of the number of pitches pitched per day.

3. Days of rest will be required for the entire season as defined in the Little League Hand Book.

Pitchers league age 14 and under must adhere to the following rest requirements:

- 1-20 pitches require 0 days rest
- 21-35 pitches require 1-days rest
- 36-50 pitches require 2 days rest
- 51-65 pitches require 3 days rest
- 66+ pitches require 4 days rest

4. If a pitcher reaches the pitch count limit for the day while facing a batter, the pitcher may continue to pitch until the batter either; reaches base, is retired, or the third out is made.

5. Warmup pitches are not counted towards the pitch count.

6. Any player who delivers 41 or more pitches in a game may not play catcher for the remainder of the day. Any player who catches into the fourth inning, one (1) pitch, may not pitch for the remainder of the day.

7. Players may not pitch in more than one (1) game in a day. This includes tournament play.

### **Base Running**

1. Leading off is not allowed.
2. Stealing of bases is allowed, but the runner may only leave the base once the ball has

reached the batter.

3. Runners may advance bases on overthrows to any base and home may also be stolen. This includes passed balls by the catcher.
4. Headfirst sliding is not allowed, except when a player is returning to a base. Non base returning head-first slides result in an automatic out.

### **Fielding Rules**

1. The defensive team shall consist of nine (9) players on the field, with three (3) players in the outfield and playing conventional infield positions.
2. The ball shall always be live, unless the ball is hit foul, or in the event the Umpire calls time.

### **Tie-Breaking Play:**

Tie-breaking play is only used in tournament play, where a winner must be declared. Tie-breaking procedures are designed to speed up play in determining a winner. The process is as follows.

1. The last batter (last out) from the previous inning will be placed on first base, and the batter prior to that will be placed on second base.
2. The inning will start with one (1) out and two (2) runners on (first and second).
3. The Home and Visiting team will have a chance to score in each tied inning. Whichever team has the lead at the end of the inning, is declared the winner.
4. This process will continue until a winner is determined.